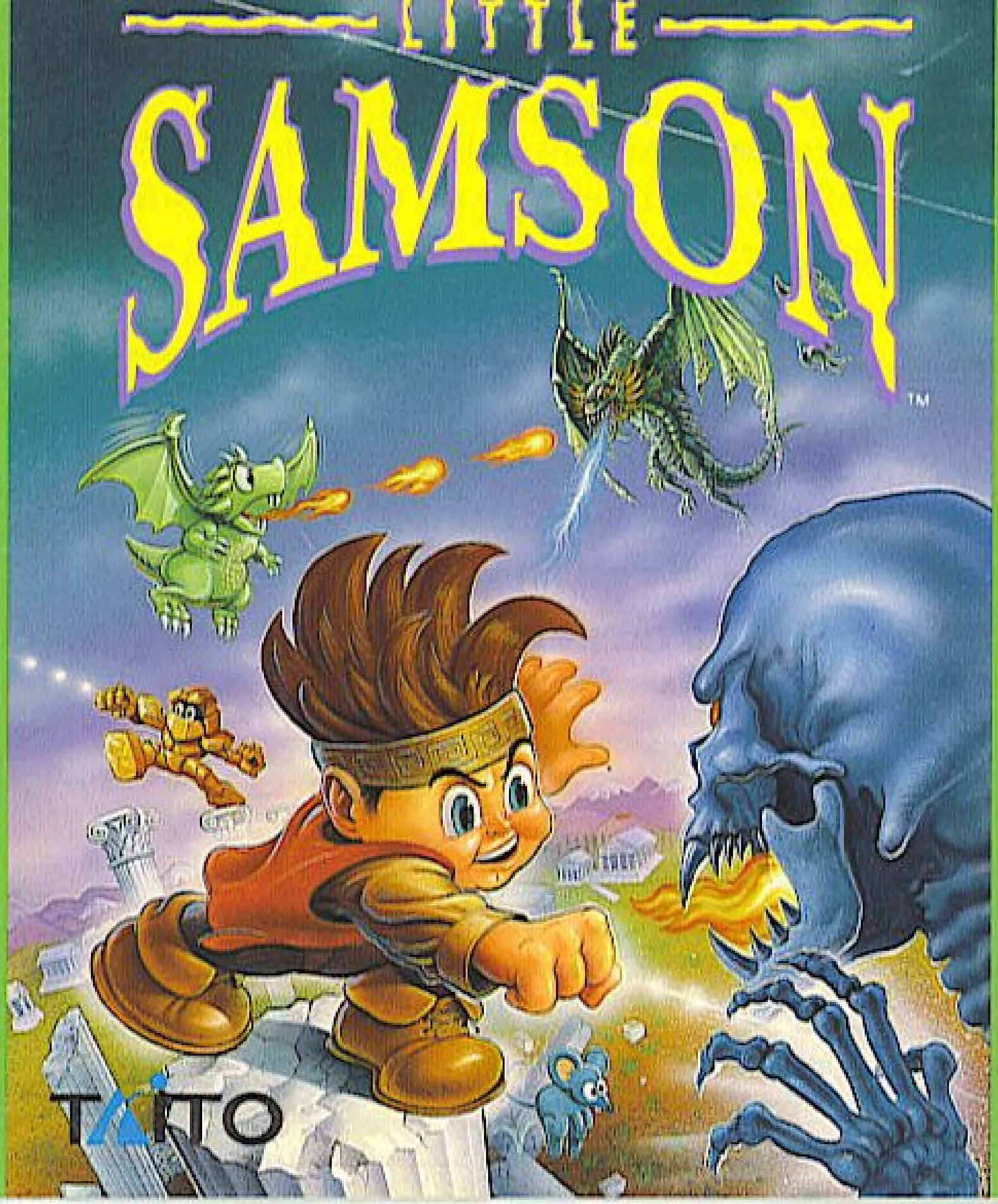
NES-LT-USA

LITTLE SAMSON™

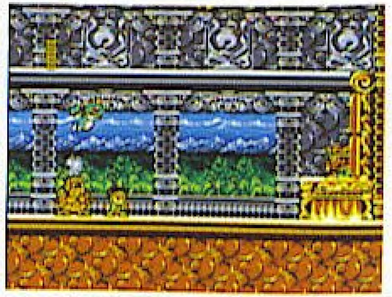


INSTRUCTION MANUAL

EmuMovies

Thank you for adding Little Samson™ to your video game library. We hope you enjoy many hours of entertainment as you explore a fantasy world filled with dangers, traps, monsters and more to challenge your every game playing skill!

Please take the time to read this instruction manual. This will allow you to thoroughly enjoy the adventures of Little Samson and his friends as they band together in a unique, yet powerful team of avengers. We truly hope you have a wonderful time with our product!



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This official seal is your assurance that Nintendo has approved the quality of this product. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System. All Nintendo products are licensed by sale for use only with other authorized products bearing the Official Nintendo Seal of Quality.

SAFETY PRECAUTIONS

Follow these suggestions to keep your Little Samson Game Pak in perfect operating condition.

1. DO NOT subject your Game Pak to extreme temperatures, either hot or cold. Always store it at room temperature.
2. DO NOT touch the terminal connectors on your Game Pak. Keep it clean and dust-free by always storing it in its protective plastic sleeve.
3. DO NOT try to disassemble your Game Pak.
4. DO NOT let your Game Pak come in contact with thinners, solvents, benzene, alcohol, or any other strong cleaning agents that can damage it.

WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV!

Do not use a front or rear projection television with your Nintendo Entertainment System® ("NES") and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similiar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similiar damage to a projection television. Please contact your TV manufacturer for further information.

A D V I S O R Y

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. We suggest that you consult your physician if you have an epileptic condition or if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and convulsions.

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THE LEGEND OF THE MAJESTIC BELLS

Dire times have fallen upon the Kingdom of the Imperial Forgy. Ta-Keed, the Prince of Darkness has escaped his supernatural prison. Red lightning destroyed the magical seal that held him at bay, freeing him to rampage the countryside - getting revenge for his centuries of captivity!

Emperor Hans heard of those who own the Majestic Bells of Power. He asked each of the owners to come to the capitol city to begin the quest to rid the land of the evil Ta-Keed. Samson - the boy adventurer, Kikira - the Dragon Lord, Gamm - the Rock Lord and K.O. - the Enchanted Beast unite to fight the dreaded intruder and his armies of deadly creatures! Let freedom's bells ring!

LET THE QUEST BEGIN . . .

Insert the Little Samson cartridge into your Nintendo Entertainment System and turn the machine on. Press Start to begin the game. You are given a choice between the four game characters (Samson and his friends). You must take each character through their own levels before they can unite as a team.

Once each character has completed their own levels, they are taken to Emperor Hans for their first assignment. At this point, Kikira may need some coaxing by Samson to obey. . .

Once this has been accomplished, you can choose which character you wish to use during any portion of the game! They all possess strengths and weaknesses that you will have to learn to master this game.

CONTROLLING THE HEROES

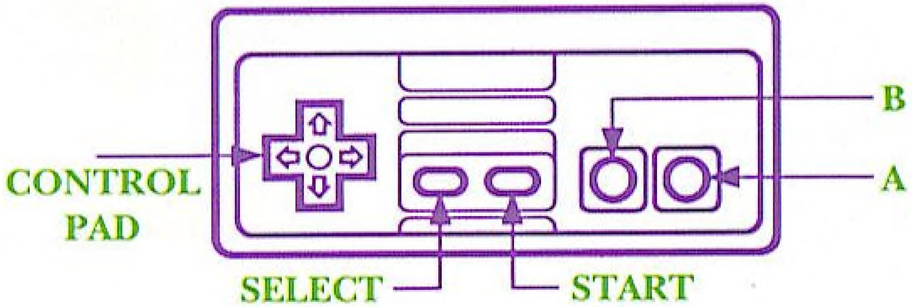
The basic moves for all the characters are shown below. Each character has a special move, however, that gives him an extra advantage in tough areas!

The Controls:

Up, Down, Left and **Right** on the control pad moves the characters in those directions.

The **A Button** is pressed to make each character jump.

The **B Button** launches an attack from the characters.



Little Samson - A kind-hearted boy who owns the legendary White Bell. Samson is a skilled mountain-climber! With his training, he can grab a handhold on nearly any surface. (Avoid the spikes, though.) This allows him to scale vertical walls and go hand-over-hand across ceilings. Samson can throw his magic bells at enemies while he is climbing.

To grab ceilings, press **Up** on the control pad, then press the **A** Button. Press **Right** or **Left** at this point to move. Press the A button again to drop from the ceiling.

To latch on to walls, press **Right** or **Left** on the control pad, then press the **A** button to jump on to the wall. As soon as you touch the surface of the wall, press the **A** Button again. Press **Up** or **Down** to move along the wall. Detach from the wall by pressing the **A** Button again.

Kikira the Dragon Lord - This mighty creature owns the legendary Blue Bell. Actually, Kikira was once a human girl until she was turned into a dragon because of her arrogance and selfishness.

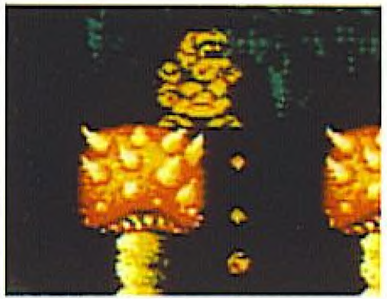
With long dragon claws, Kikira never slips on icy surfaces! She can fly for a small amount of time as well as breath fire against her enemies. There is a special attack that happens if you make Kikira hold her breath! Her fire breath is launched in an arc, not a straight shot, like Samson's bells.

To fly, press the **A** Button, then while in mid-jump, press and hold down the **A** Button to maintain flight. Let go of the **A** Button to drop to the ground. Kikira will drop automatically after a few seconds of continuous flight.

For a Super-fire breath, press and hold down the **B** Button. Kikira's body color changes to show you that she is storing her fire blast. Release the **B** Button to let out the powerful flames!

Gamm the Rock Lord - This rocky creation owns the legendary Red Bell. Once the most notorious thief of the realm, Gamm stole a magical potion from a wizard - then drank it! This changed him into the stone creature that he is today. He seeks repentance for his life as a thief and vows to change his ways.

Not only is Gamm the strongest of all the strong men in the Kingdom, but his tough hide lets him walk across spikes without taking any damage! His mighty fists can extend in all directions (up, down left or right), to make a powerful punch! The distance is short, but he really packs a wallop! Press any direction on the control pad to direct Gamm's attacks.



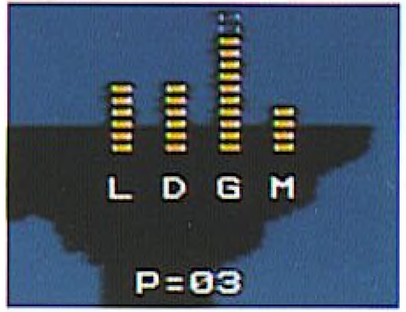
K.O. the Enchanted Beast - The Lord of the Mice is the owner of the legendary Green Bell. Once a powerful and kindly wizard, he took a potion to escape from the thief Gamm. (We know what happened to Gamm . . .) This potion turned him into a small but potent creature. K.O. is so tiny, in fact, he can race across water without sinking!

K.O. has the same wall and ceiling climbing abilities as Samson. Combine this with his small size and you can get in and out of some pretty tight squeezes! His weapon is a delayed fuse bomb. These bombs do heavy damage after sitting for a couple of seconds. Press the **B** Button to drop from 1 to 3 bombs.

The heroes remain inside the leader's bell until they are summoned by Samson. To use the other characters, press the **Start** Button to bring up the Sub-Menu. Select players by using **Right** or **Left** on the control pad. Press the **Start** button to return to the game.

The columns represent the character's statistics. Filled squares are energy points. Empty squares represent lost energy points. The initials represent the following characters:

L	Little Samson
D	Kikira the Dragon Lord
G	Gamm the Rock Lord
M	K.O. the Mouse
*P	Number of heroes remaining



There are various items that are found or uncovered during the game. These are:

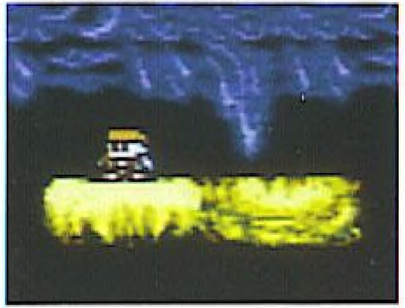
Doll - An extra hero is gained.

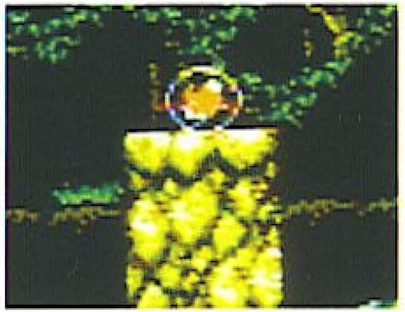
Potion - When activated, the hero that owns the potion \ has all energy points returned to maximum level. Select by moving **Up** or **Down** on the Sub-menu and pressing the **A** Button.

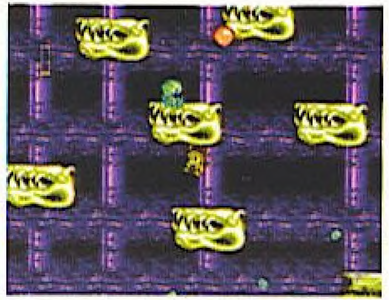
Heart (Big) - Energy gauge receives 4 units.

Heart (Small) - Gauge recovers 1 unit.

Crystal Ball - Add 2 units to the gauge's potential!







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Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary for state to state.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FFC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that the computer and receiver are on different circuits

If necessary, the user should consult the dealer or an experienced radio or television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: "How to Identify and Resolve Radio-TV Interference Problems." This booklet is available from the U.S. Government Printing Office, Washington, DC 20402, Stock No. 004-000-00345-4.

Taito America Corporation
390 Holbrook Drive-Wheeling, IL 60090 Tel: (708) 520-9280

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